

VISIT...

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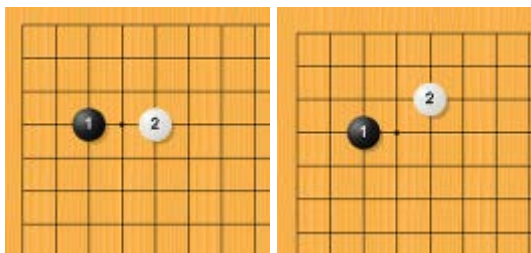
“BramGo’s collection” is a collection of basic knowledge about Go. Please notice though that the order of my files might be all messed up. So please read the introduction of each of my files to get an impression of the knowledge that is required to understand my file.

The 2nd basic set of Joseki - Introduction

Hi again. This time I would like to talk about the 3-4 stone. As you will notice there are a lot more variations and choices involved here. This makes it harder to find the most suitable move. In this lesson I will start out by talking about the High approach.

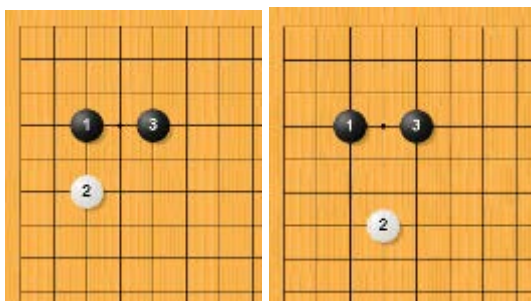
Facing a 3-4 corner stone:

There are 2 ways to approach the 3-4 stone: the high approach(left) and the low approach(right). Although in professional go the low approach is often seen, this is not the case in amateur kyu games. For this reason I will first concentrate on the high approaches (left diagram).



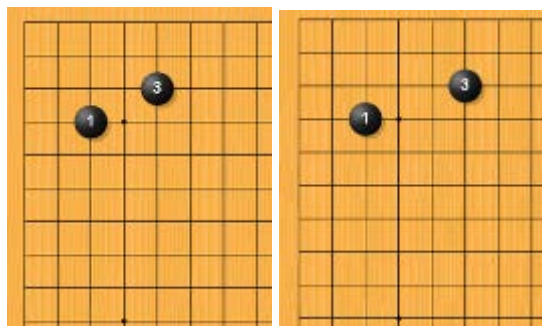
Approaching from the other side:

As you may notice both these approaches are situated at the same side of the 3-4 stone. What about approaching from the other side? On rare occasions it is seen in professional go. Generally playing at the top side is bigger. Remember, the corner is big, and here white shows no interest in the corner at all! (There are also other ways for black to play, maybe we’ll take a look at those in one of the next lessons.)



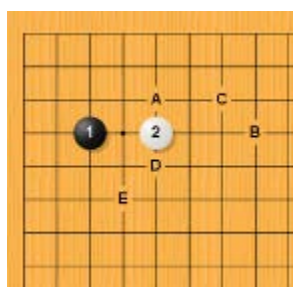
If white does not approach:

What happens if white doesn't approach the corner at all? Black can now seal of the corner by playing a second move. The left diagram is the most popular way. The right diagram is a bit outdated but also sometimes seen. (The disadvantage of the right diagram is that it is less solid for future invasions and reductions. More about this in one of the following lessons for sure.)



The most popular ways to deal with the high approach:

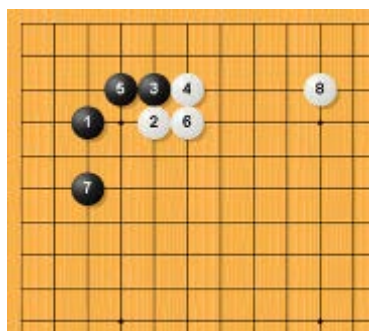
Statistics show that the following moves are most often played (in the shown order). Each move is used in a different situation and in order to make a correct decision you must first know the usual continuations.



Sure I could show you all continuations here. But again I'll make a selection and show you only the most straightforward moves. (A, E and C)

How to deal with the attachment (A):

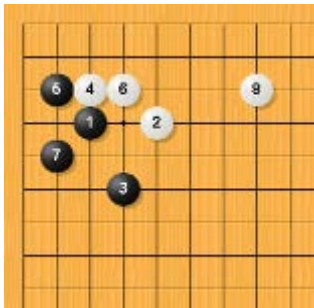
A is the move that gives black most solid territory (Black gets a big corner). No wonder this move is most popular one.



How to deal with the keima (E):

The keima is not very important. But it is very often seen in amateur games. And because of that I feel obliged to mention it here. Professional players see this move as a special strategy move (to counter influence for example), but some amateur players see it as the standard way to answer the high approach.

As you can see white attaches to reduce most of the corner. This also develops white in a more solid shape. After that white can extend along the side. Depending of the situation white can also extend farther than 8.

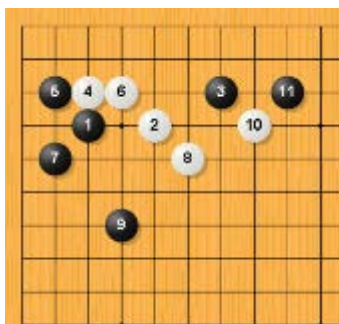


Another important variation for black is the following sequence. Here black plays the big move of 7. After this he has to play an extension (9) along the left side to protect his cutting points. Al by al black his stones are more efficient in this variation, but at the price of sente (The initiative goes back to white, black played the last move).

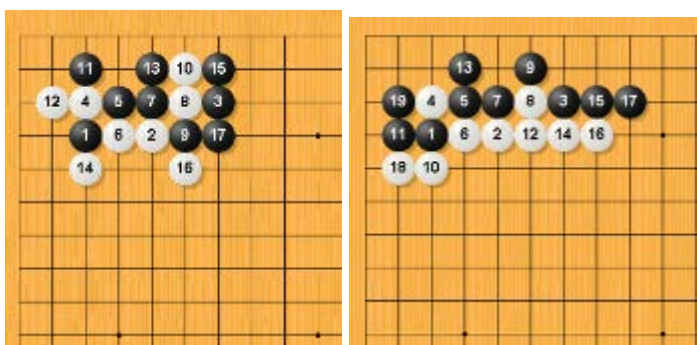


After the low pincer (C):

The low pincer has many variations. And I consider it a hard choice. The following joseki is a simple variation though.



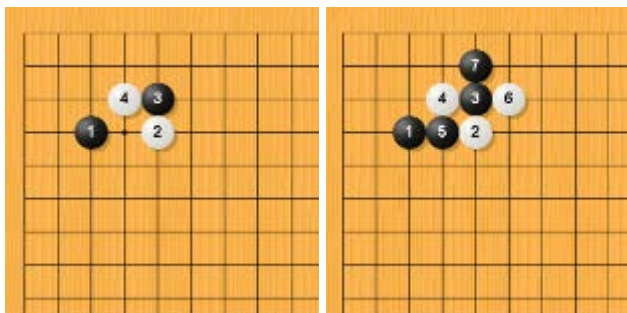
It is said that the previous joseki is an attacking sequence. And black should be strong nearby to play it. If he isn't strong enough he will end up with too little territory. The next joseki are considered the standard ways of play and give more solid territory! And in return white gets a strong outside shape! (But these variations are far more complex.)



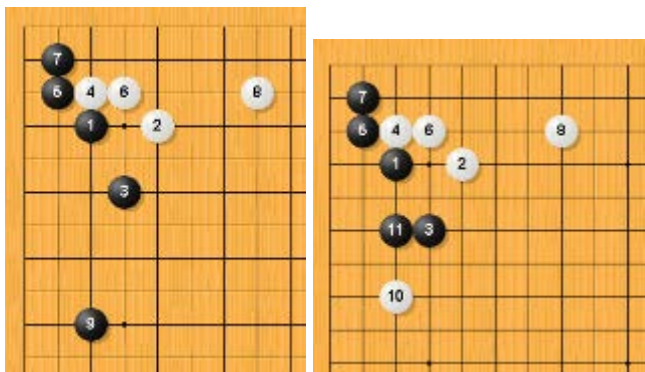
Punishment reference

This section you shouldn't study at first (unless you get bored). I only added it in case your opponent ignores a move in one of the sequences. It might be a classic mistake and then it is probably mentioned here. But in 90% of the cases you won't have to look at this, because good logic will be enough to punish your opponent. But don't try too hard neither, cause you might end up killing one of your own groups. ☺

Here, white 4 is an overplay. Black should simply cut and extend. There's really nothing white can do.



What if black omits move 9? In that case white can play a sente move at 10. This makes black overconcentrated.



See you next time

Well as you can see there's a lot more to tell you about 3-4 joseki. I really tried to keep it as simple as possible for now. There's a lot more to tell about these moves. But from my point of view my goal is not to make a complete guide. On the contrary, I try to leave out as much as possible. By taking away some leaves it might be easier to see the tree? Maybe in a couple of weeks I'll write some more about the variations I skipped.

If you have questions, remarks, requests, want to say something to me or whatever. You can email me at bvandenbon@gmail.com. Please don't send me spam, though. And also don't write me trolling e-mails like "blahblahblah, joseki is totally unimportant." Thank you ! ☺